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InstantMessenger	FileRead, TCPIPInbound, TCPIPOutbound	<p>Similar to FileLeftThroughNetworkPort. Combines all interleaving FileReads with the network events.</p> <p>The application image name is one of those known to be used for instant Messenger.</p> <p>May place constraints on the ports.</p>	Process
P2PApp	FileRead, TCPIPInbound, TCPIPOutbound, UDPInbound, UDPOutbound, IPSECInbound, IPSECOutbound	<p>Constrain the application name to be one of those known to be a P2PApp.</p> <p>Multiple ports will be used; some or all of them may have constraints.</p> <p>May constrain the protocol per app or per instance.</p> <p>Similar to FileLeftThroughNetworkPort as concerns interleaved file reads.</p>	Process
FTPFile	FileRead, FileWrite, TCPIPInbound, TCPIPOutbound	<p>May want to split into two events, one for reading and one for writing.</p> <p>Constrain to the common FTP port, unless the app is known by name to be an FTP client.</p> <p>Like FileLeftThroughNetworkPort, look for interleaved reads and network events, or interleaved writes and network events.</p>	Process
RemoteAccess	TCPIPInbound, TCPIPOutbound, UDPInbound, UDPOutbound, IPSECInbound, IPSECOutbound	<p>Do not incorporate FileRead events.</p> <p>Several ports may be used.</p> <p>Look for known image names of remote apps.</p>	Process

FIG. 5C